

STAT PERKS

STAT PERKS ARE SMALL BENEFICIAL EFFECTS A character gets to choose based on their Ability scores. The higher one's Ability scores, the more Stat Perks they get to choose. What Stat Perks each character takes helps set them apart; two characters with similar Ability scores are likely to choose different ways to express those Abilities through their Stat Perks.

You gain one Stat Perk of a given Ability each time you reach an odd score above 10 in that Ability. For example, a character with 16 Strength gets to choose three Strength Stat Perks; one for reaching 11, one for reaching 13, and one for reaching 15. Later, if that character increases their Strength to 18, they choose another for reaching 17, and so on.

Each Ability has a different list of Stat Perk options for each odd score above 10. Instead of choosing a Stat Perk of the score you reached, you may instead choose one from a lower score in that Ability.

Choose Stat Perks during character creation after setting your Ability Scores and applying bonuses from your Lineage. Then, anytime one of your Ability Scores permanently increases and reaches a new odd score above 10, choose a Stat Perk for that score in that particular Ability.

Stat Perks marked with a "*" by their name can be chosen more than once. All other Stat Perks can not be chosen more than once.

STRENGTH

11

Able. You can hold the weight of your body without discomfort or considerable effort, such as when hanging onto a ledge, rope, or the hand of a friend. This makes climbing considerably easier and safer.

Aquatic. You have a swim speed equal to your movement speed.

Arboreal. You have a climb speed equal to your movement speed.

Lean. Your muscles are toned and look physically appealing.

13

Reliable Strength. When rolling a Strength-based Ability check such as an Athletics check outside of combat, you can treat a roll of a natural 7 or lower—but not a natural 1—as a natural 8.

Sprinter. When you Dash, you can roll an Athletics check to move further. DC 10 for 10', DC 15 for 15', and so on.

Sturdy Shoulders. You ignore the Strength requirement of heavy armor and you can forgo adding the weight of armor you are wearing to your encumbrance. Additionally, the weight of worn armor never contributes to exhaustion except when sleeping.

15

Brawler. Your unarmed attacks deal d4 + your Strength modifier bludgeoning damage.

Built. Your imposing musculature allows you to substitute your Strength in place of your Charisma for Intimidation checks.

Strong Arm. If you're a small creature, you can wield heavy weapons as if you were a medium creature. Additionally, you can use two-weapon fighting while holding one light weapon and one weapon without the heavy or two-handed property.

17

Mighty. You ignore Disadvantage on Strength saves and become proficient in Strength saves if you were not already.

Uncontainable. While you are Grappled or Restrained, you have Advantage on all attempts made to escape. Additionally, you have Advantage on any check made to free yourself from physical bindings of any kind.

Walking Wagon. Each of your encumbrance thresholds is doubled and you can move and act normally ignoring any Disadvantage or penalties while carrying another humanoid or object(s) of comparable weight.

19

Adent Pace. While you are conscious, any effect which reduces your movement speed except Paralysis does not affect you. This feature does not apply to effects that use your movement as a reaction, thus reducing your movement on your next turn, such as the Dissonant Whispers spell. It also does not apply to effects that reduce your movement voluntarily, like the Rogue's Steady Aim feature.

Fastball Special. You can throw objects comparable to your own weight—including other creatures—as improvised weapons and add your proficiency to the attack roll. If you throw a willing creature—such as an ally—they can use their reaction when they land to make one unarmed or weapon attack or cast a spell with a casting time of action.

Flex. When you fail a Strength-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

DEX

11

***Fleet.** Your movement speed increases by 5'.

Quickdraw. You can draw and stow any number of weapons on your turn without using your one free object or environment interaction.

Trigger Timing. When you use the Ready action and the trigger occurs, you may take the planned action without using your reaction.

13

Combat Reactiveness. When you are entitled to an Opportunity Attack, you can make the attack without using your reaction. Once you make an Opportunity Attack this way, you can not do so again until the start of your next turn.

Jumpy. You add your proficiency bonus to initiative rolls.

Scrappy. You can make a single unarmed attack as a bonus action.

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Ambidextrous. When using two-weapon fighting, you add your ability modifier to the damage of your bonus action attack.

Lightning Reflexes. You can use your reaction even while surprised.

Snap Shot. If you have the Extra Attack feature and use your action to attack with a loading weapon, you can attack with it a second time as part of that action, despite the loading property's restriction.

17

Agile. You ignore Disadvantage on Dexterity saves and become proficient in Dexterity saves if you were not already.

Slink. After successfully Hiding in combat, until either the next time you attack, an enemy beats your Stealth check with their own Ability check to discover you, or you end your turn within an enemy's line-of-sight no more than 5' away, you remain hidden.

Slippery. On each of your turns, the first time a creature makes an Opportunity Attack against you, they have Disadvantage on their attack. Additionally, you can take the Disengage action as a bonus action.

19

Evasive. If you have not moved on your turn, you can forgo your movement to take the Dodge action without using your action.

Impeccable Reaction-Time. When you fail a Dexterity-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

Incredible Speed. On your turn, you can take a second action. Once you take a second action this way, you can not do so again until you finish a long rest.

CON

11

Heavyweight. You hold your drink better than most and have Advantage on saves to resist alcohol poisoning.

Insomniaphiliac. It takes twice as long for you to incur Exhaustion from lack of sleep.

Recovery. Each time you finish a short rest where you spent Hit Dice, you heal your level in Hit Points.

Tenacious. When you are struck to 0 Hit Points, instead of falling unconscious, you drop what you are holding, fall prone, and become stunned. The stunned condition means you can not take actions, reactions, move, or speak (except falteringly), you automatically fail Strength and Dexterity saves, and attack rolls against you have Advantage. Like unconsciousness at 0 Hit Points, this stun ends if you regain any Hit Points.

13

Cross Country Runner. You can travel on foot at double your movement speed without incurring Exhaustion faster than you would for traveling at your normal pace.

Durable. It takes twice as long to incur Exhaustion from starvation or dehydration.

Resilient. It takes twice as long for you to incur Exhaustion from unbearable temperatures and weather. Additionally, you have resistance to any fire or cold damage you take from an unbearable climate.

15

Improved Immune System. You have Advantage on saves against diseases. Additionally, diseases affect you less severely than most others.

Iron Lung. While suffocating, you drop to 0 Hit Points and begin dying after a number of rounds equal to your Constitution modifier + your proficiency bonus rather than just your Constitution modifier.

Lead Belly. You can eat objects that are not food without getting sick. Additionally, you have Advantage on saves made because of something you ingested, like contaminated or poisoned food and drink.

Sure-Footed. You have Advantage on any save made to resist being knocked prone.

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Endurance. While you are in initiative order, you ignore the effects of Exhaustion up to level 3.

Hearty. You ignore Disadvantage on Constitution saves and become proficient in Constitution saves if you were not already.

Thick Skinned. Bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 1.

Unstoppable. You have Advantage on saves made against any effect which would give you any condition that reduced your movement to 0', such as incapacitation, paralysis, petrification, or stunning.

19

Built Like a Tank. The first time you take damage during each of your turns, such as from an Opportunity Attack, you have resistance to that damage.

Shrug it Off. When you fail a Constitution-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

Unrelenting. When you are struck to 0 Hit Points but not killed instantly, you can choose to drop 1 Hit Point instead. You can do this again until you finish a short or long rest.

INT

11

***Learned.** You gain proficiency in a skill or tool set (including artisan's tools, gaming sets, musical instruments, vehicles, and miscellaneous tools) of your choice.

Multitasker. Using the Ready action to cast a spell does not require concentration.

***Polyglot.** You become fluent in a language of your choice.

Super Recognizer. You never forget a face.

Well-Read. You can read exceptionally quickly.

13

***Expert.** Choose one skill or tool set (including artisan's tools, gaming sets, musical instruments, vehicles, and miscellaneous tools) that you are proficient in. Your proficiency bonus is doubled when rolling Ability checks for this skill or tool.

Interpretative Spellcraft. You ignore all class and spell list requirements when using wands or spell scrolls.

***Spell Savvy.** If you do not have the ability to cast at least one cantrip, you learn a cantrip from the Wizard's spell list and choose either Intelligence, Wisdom, or Charisma as your spellcasting modifier for this cantrip. Otherwise, you learn an additional cantrip from the list you used previously or the Wizard's spell list and use your existing spellcasting modifier for it.

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Encyclopedic Knowledge. You add half your proficiency bonus (rounded down) to Arcana, History, Nature, and Religion checks even if you already would have added your proficiency bonus.

***Open Mind.** You can attune to one additional magic item.

Reliable Intellect. When rolling an Intelligence-based Ability check such as an Investigation check, you can treat a roll of a natural 7 or lower—but not a natural 1—as a natural 8.

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Astute. You ignore Disadvantage on Intelligence saves and become proficient in Intelligence saves if you were not already.

***Innovative Magician.** You gain 1 Sorcery Point and choose one Metamagic from the Sorcerer's Metamagic feature.

***Preeminent.** Choose one skill or tool that you double your proficiency bonus for, such as through the Expertise feature. You always have Advantage when rolling an Ability check for this skill or tool.

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Brilliance. When you fail an Intelligence-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

Hemispheric Concentration. You can concentrate on two spells at a time. If you fail your Constitution save to maintain concentration while concentrating on two spells, both spells end.

Ingenuity. Each time you deal damage or heal, you add your proficiency bonus to the roll.

WIS

11

Gut Reaction. You always have an innate good or bad feeling during ambiguous situations which warns of what's to come. If you ask the Dungeon Master what your gut tells you about a situation, they must answer "good," "bad," or "neither."

***Hands-on Experience.** Choose one artisan's tool. If you are not proficient in this tool, you become proficient. If you are proficient in this tool, your proficiency bonus is doubled when rolling Ability checks for that tool.

Willpower. No one ever has complete control over you, even through magic. You can always act in subtle or minuscule ways while magically charmed, though you can not directly disobey the effects of the spell, such as refusing to take an ordered action while under the Dominate Person spell.

13

Consistent. When rolling a skill check you have proficiency in, you can treat a roll of a natural 9 or lower—but not a natural 1—as a natural 10. Once you use this to improve a roll, you can not do so again until you finish a short or long rest.

Courageous. You can willingly move toward the source of your fear while under the Frightened condition.

***Worldly.** Choose an Intelligence-based skill with which you are proficient, such as Religion. You can substitute in your Wisdom in place of your Intelligence when making Ability checks for this skill.

15

Focused. When making an Ability check, attack, or save with Disadvantage, you can ignore Disadvantage. Once you ignore Disadvantage this way, you can not do so again until you finish a short or long rest.

Unerring. When rolling an attack, you can treat a roll of a natural 9 or lower—but not a natural 1—as a natural 10. Once you use this to improve a roll, you can not do so again until you finish a short or long rest.

Unfailing. When rolling a save, you can treat a roll of a natural 9 or lower—but not a natural 1—as a natural 10. Once you use this to improve a roll, you can not do so again until you finish a short or long rest.

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Incorruptible. You have Advantage on saves made to resist the Charmed condition.

Intrepid. You have Advantage on saves made to resist the Frightened condition.

Resolute. You ignore Disadvantage on Wisdom saves and become proficient in Wisdom saves if you were not already.

19

Crafty. When you roll an Ability check for a skill or tool that you lack proficiency in, you may add your proficiency bonus anyway. Once you add your proficiency this way, you can not do so again until you finish a short or long rest.

Determination. When you fail a Wisdom-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

Fated. When you fail a save, you may instead choose to succeed. Once you do this, you can not do so again until you finish a long rest.

CHA

11

Amicable. People laugh at your jokes and like having you around. It's easy for people to get along with you.

Cool. You come off as the type who doesn't need others' validation. You seem well-assured and self-confident.

Earnest. You have a face people tend to trust. People are more comfortable being vulnerable with you.

***Talented.** You gain proficiency with either the Performance skill, a gaming set, or a musical instrument of your choice.

13

Appeal. When you walk they look and when you talk they listen. You know how to turn heads and steal away people's attention.

Brimming. It's easier for you than it is for others to share your emotions. The feelings you choose to show are infectious and you have a knack for stirring others.

Poker Face. Your true intentions are hard for others to discern. Even if people can piece together you may not be being honest, it's difficult to tell what it is you're hiding.

15

Animal Empathy. You can substitute your Charisma in place of your Wisdom when making Animal Handling checks.

Brevity. During combat, beyond the brief utterances and gestures you are allowed on your turn, you may speak out loud an actionable sentiment such as an attempt to parlay with your enemies, at the Dungeon Master's discretion. If such speech would qualify as an action for any other character, for you, it can instead be done as a bonus action.

Spontaneous Confidence. When rolling a Charisma-based skill check, such as a Deception check, you can treat a roll of a natural 9 or lower—but not a natural 1—as a natural 10. Once you improve a roll this way, you can not do so again until you finish a short or long rest.

17

Bold. You ignore Disadvantage on Charisma saves and become proficient in Charisma saves if you were not already.

Clarity. No matter who you're speaking to and in what language, they can interpret your meaning. When making a Charisma-based skill check for interacting with a creature who does speak at least one language, but not any you speak, you ignore any Disadvantage from the language barrier.

Good First Impressions. The first time you roll a Charisma-based Ability check for interacting with a creature you met in the last 10 minutes, you have Advantage.

Renowned. No matter where you go, you can find people that know and approve of you. Sometimes, they find you to help you out or offer gifts.

19

Astounding. When you fail a Charisma-based Ability check, attack, or save, you can instead choose to succeed. This may be done after rolling. Once you do this you can not do so again until you finish a long rest.

Inspiring. People around you are called to follow your example. You naturally inspire emulation and often find yourself inundated with people who want to do right by you or even join in on whatever pursuits you take on.

Terrifying. People can sense what you are capable of, whether you've shown them or not. In combat, intelligent enemies surrender or flee more often, especially if their Challenge Rating is lower than your Level. Outside of combat, revealing your weapon is almost always all that is needed to end a conflict before it starts.